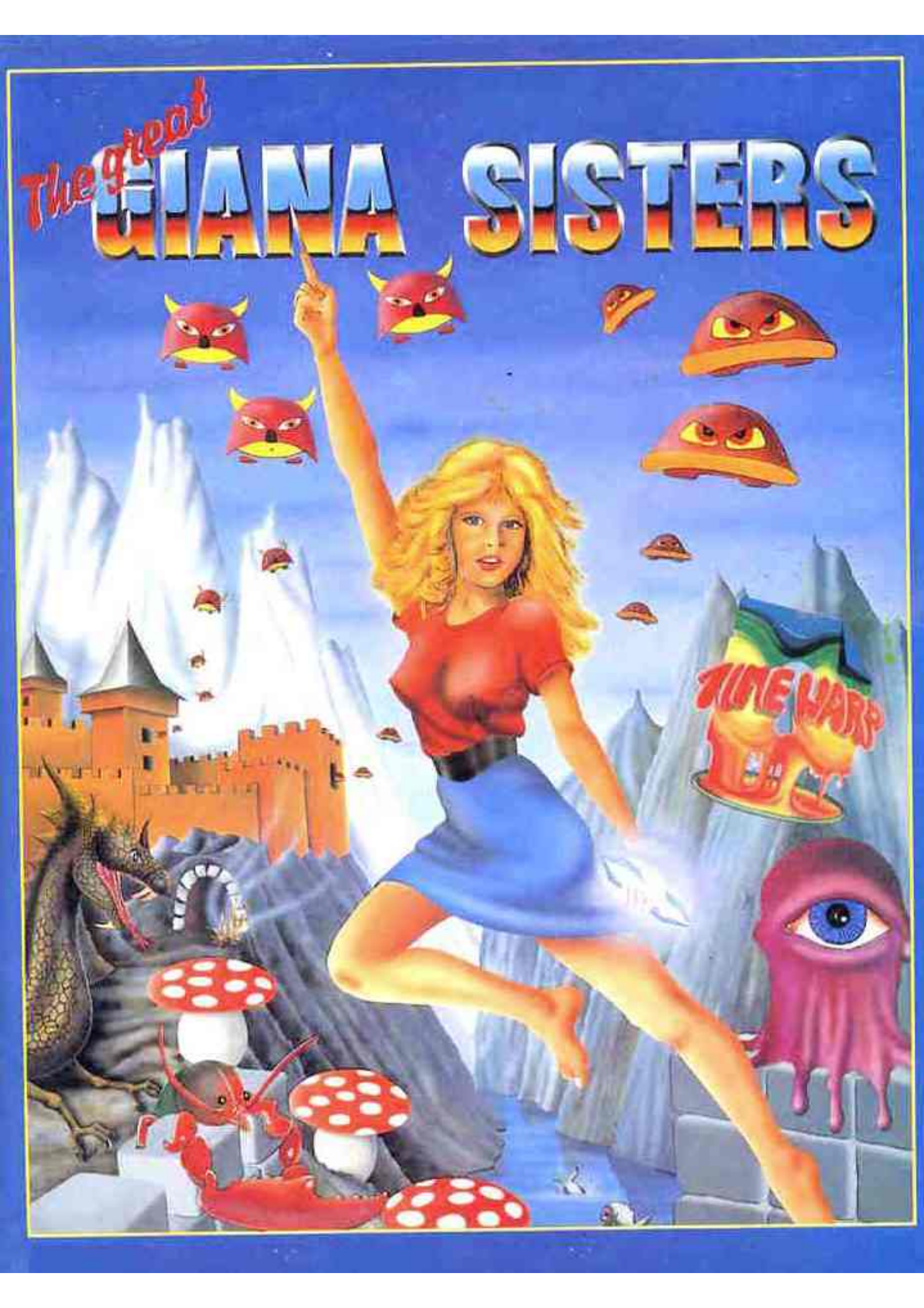
The great
GIANA SISTERS
TIME WARP

THE GREAT GIANA SISTERS™

LOADING INSTRUCTIONS

CBM 64/128 CASSETTE

Press **SHIFT** and **RUN/STOP** keys simultaneously, then press **PLAY** on your tape recorder. The program will start automatically.

CBM 64/128 DISK

Insert disk then type **LOAD"*",8,1** and press **RETURN**. The program will load and run automatically.

CBM AMIGA

Insert disk (drive 0) when WORKBENCH is desired. The program will start automatically.

ATARI ST

Insert boot disk in drive A. Double click **START.PRG** with the left mouse button.

SPECTRUM 48/128K, +2 CASSETTE

Type **LOAD""** and press **ENTER**. Press **PLAY** on tape recorder.

Keys are user definable.
Z – Left
X – Right
V – Jump
SPACE – Fire
P – Pause

SPECTRUM +3 DISK

Turn on computer, insert disk, then press **ENTER**. Game will load and run automatically.

Keyboard control as cassette.

AMSTRAD CPC CASSETTE

Press **CTRL** and small **ENTER** keys. Press **PLAY** on the cassette recorder.

Keys are user definable.
Z – Left
X – Right
V – Jump
SPACE – Fire
P – Pause

AMSTRAD CPC DISK

Type **RUN"DISK** and press **ENTER**. Game will load and run automatically.

Keyboard control as cassette.

NOTE: Joystick compatible on all formats.

INTRODUCTION

Firstly you will see a melting disk. You can meditate about its deeper meaning until you press the **SPACE BAR**.

After that, the title screen will appear, and you can listen to a five-voiced piece of music.

By pressing the **SPACE BAR** again, the rest of the game will be loaded. After the loading process is completed, the whole game is stored in memory, no reloading is necessary.

STARTING THE GAME

To start dreaming, press 1 or 2 for one or two players. If the two player option has been chosen, Giana and Maria can play by turns. The change will be made every time one of the sisters has an especially bad dream.

NOW WE'RE REALLY GETTING STARTED...

Connect your joystick to the appropriate port (C64: Port #2). The figure will follow your joystick movements.

The dreamworld is divided into 32 stages. (Number of stages may vary according to memory capacity Amstrad/Spectrum.)

Your task is to cross this world unscathed, but you must find the magic diamond to be able to return.

You can walk and jump everywhere, but beware! Holes, beds of nails and fire can be quite dangerous.

But the sisters can't try everything as many times as they'd like to. If one of the sisters has five extremely bad dreams, Giana is condemned to spend the rest of her life in the neighbourhood of crazy lobsters, dancing eyes and neurotic appendices.

By collecting rectangular blue dream-crystals the sisters can raise their stamina (extra lives). 100 crystals are needed for each.

On their way, the sisters will find many rocks which seem to be, at first sight, quite useless. Perhaps you should try to jump against these rocks from below, because more crystals and bonus symbols are hidden there. These are extremely important for further success, and can be collected simply by touching them.

BONUS SYMBOLS

FIRE WHEEL	**The dear, well-behaved Giana changes into a small punk. Suddenly she can smash up stones.**
LIGHTNING	**Giana and Maria can throw dreambubbles.**
DOUBLE LIGHTNING	**The dreambubbles rebound off obstacles and can then be caught again.**
STRAWBERRIES	**With energy from this good fruit, the dreambubbles will take a completely different route.**
CLOCK	**When you press the SPACE BAR after collecting the clock, all creatures will fall into a magic sleep for a short period.**
MAGIC BOMBS	**After pressing the SPACE BAR, this super-dreambubble makes all creatures on the screen vanish. Save it for later!**
WATER-DROP	**The water-drop makes Giana totally wet, but against fire it is extremely useful!**
LOLLI	**You can now dream for longer (in other words, you have an extra life).**

All features that have been collected with the help of bonus symbols will be lost during an especially bad dream.

TIPS AND TRICKS FOR DREAMING

- **Level 32: The straight road is not always the right one...**
- **Not everything is visible.**
- **It is said that there should be very well hidden magic chambers.**
- **Not all creatures can be threatened by dreambubbles.**
- **The big, unlucky dragon, Fucha, cannot stand a reasonable amount of dreambubbles.**
- **Have you ever jumped on a neurotic eye?**
- **Have you ever played football with a flattened shell?**
- **It cannot be said that thin bridges are especially stable!**

WHEN DREAMING DOESN'T GO WELL

As soon as the game is over, a list will appear which displays today's best daydreamers and also the best daydreamers of all time.

If you've managed to dream yourself onto this highly desired list, you may enter your name using the keyboard.

By pressing the F1 key, you can save the best dreamers of all time on disk (unfortunately disk only!).

Therefore the original disk must be inserted.

When the program is loaded the next time, this list is automatically loaded with it.

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